

AMENDMENTS TO THE CLAIMS

## Listing of Claims

1-8. (canceled).

9.(currently amended): ~~The method of claim 1 wherein said input file comprises~~  
A computer-implemented method of generating serialization code for use by an  
application program representing a model in a plurality of type systems, the method  
comprising the steps of:

- i) producing an input file from said model for a given set of objects;
- ii) updating said input file with specific type related information including:  
name bindings between said model and different type systems, and  
graphs that describe relationships between said objects of said model
- iii) providing a code generator for acting on said input file to generate said  
serialization code.

10. (original): The method of claim 9 wherein said graphs describe for an object a subset of associations to follow to serialise the object.

11.(currently amended): The method of claim + 9 wherein said input file comprises the type conversion information that describes how to convert a non-primitive type to a string.

12. (currently amended): The method of claim + 9 wherein two code generators are provided for acting on said input file to generate said serialization code.

13. (original): The method of claim 12 wherein said two code generators are a binding generator and a DO generator.

14. (currently amended): A method according to claim ~~1~~ 9, further comprising the step of:

~~iii~~ iv) using said serialization code in an application to carry out type conversion.

15-22. (canceled).

23.(currently amended): ~~A data processing system according to claim 15 wherein said input file comprises~~

A data processing system for generating serialization code for use by an application program representing a model in a plurality of type systems, said data processing system comprising:

i) means for producing an input file from said model for a given set of objects;

ii) means for updating said input file with specific type related information including:

name bindings between said model and different types, and  
graphs that describe relationships between said objects;

iii) means for providing a code generator for acting on said input file to generate said serialization code.

24. (original): A data processing system according to claim 23 wherein said graphs describe for an object a subset of associations to follow to serialize the object.

25.(currently amended): A data processing system according to claim ~~15~~ 23 wherein said input file comprises the type conversion information that describes how to convert a non-primitive type to a string.

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26.(currently amended): A data processing system according to claim ~~15~~ 23 wherein two code generators are provided for acting on said input file to generate said serialization code.

27. (original): A data processing system according to claim 26 wherein said two code generators are a binding generator and a DO generator.

28.(currently amended): A data processing system according to claim ~~15~~ 23, further comprising:

iii) means for using said serialization code in an application to carry out type conversion.

29.(currently amended): A computer program product for generating serialization code for use by an application program representing a model in a plurality of type systems, said computer program product comprising:

a computer usable medium having computer readable program code means embodied in said medium for producing an input file from said model for a given set of objects; and

said computer usable medium having computer readable program code means embodied in said medium for updating said input file with specific type related information including:

binding information between said model and said plurality of type systems and graphs that describe relationships between said objects; and

said computer usable medium having computer readable program code means embodied in said medium for providing a code generator for acting on said input file to generate said serialization code.

30.(currently amended): A computer program product according to claim 29 wherein said model is exported from a UML description as an XMI file and wherein said model comprises a plurality of objects, and wherein said input file is an XML file, further comprising computer readable program code means embodied in said medium for producing said input file from:

~~i) binding information between said model and said plurality of type systems;~~

i) name bindings between said model and different types, and

ii) graphs that describe relationships between said objects; describe for an object a subset of associations to follow to serialize the object, and

iii) type conversion information that describes how to convert a non-primitive type to a string.

31. (currently amended): A computer program product according to claim 30 wherein said plurality of type systems comprises Java type and SQL type.

32.(currently amended): An article comprising:

a computer readable modulated carrier signal for generating serialization code for use by an application program representing a model in a plurality of type systems;

means embedded in said signal for producing an input file from said model for a given set of objects; and

means embedded in said signal for updating said input file with specific type related information including:

binding information between said model and said plurality of type systems

and graphs that describe relationships between said objects; and

means embedded in said signal for providing a code generator for acting on said input file to generate serialization code.

33.(currently amended): A computer-implemented method of generating a model description from a description of a model in XML comprising a plurality of objects which is useful for generating serialization code for representing a model in a plurality of type systems, comprising producing an input file comprising:

- i) binding information between said model and said plurality of type systems;
- ii) graphs that describe relationships between said objects;
- iii) graphs that describe a subset of associations for an object to serialize the object, and iii
- iv) type conversion information that describes how to convert a non-primitive type to a string.